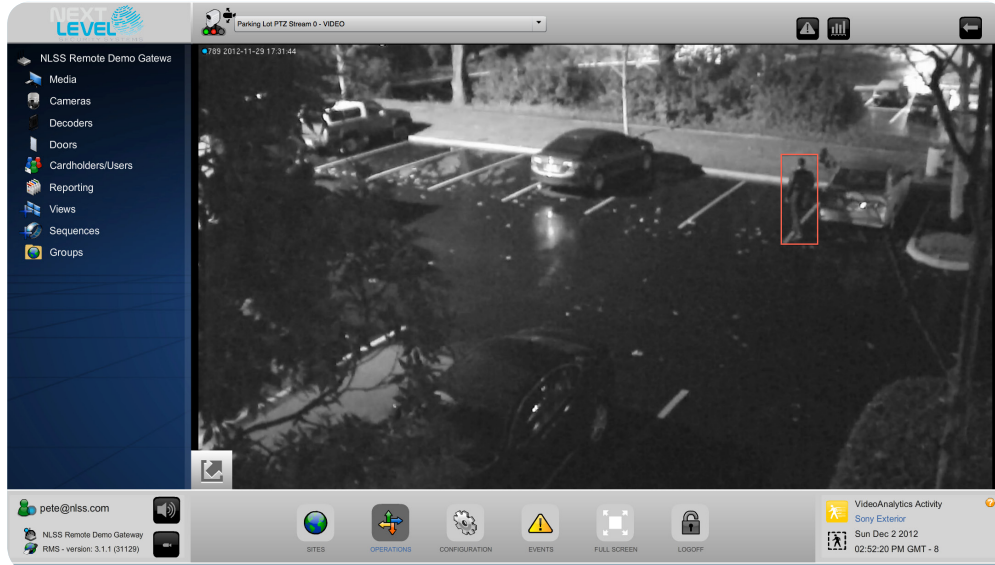
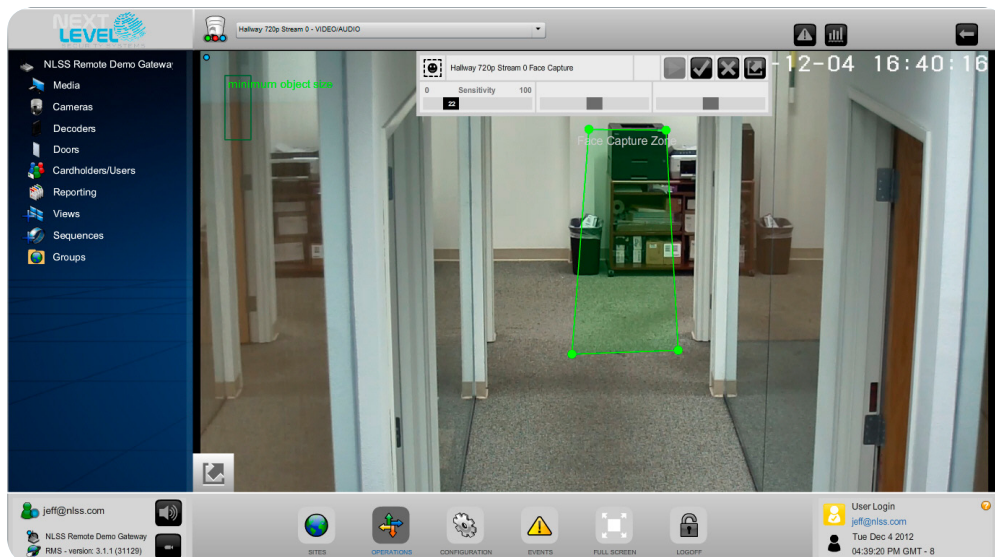


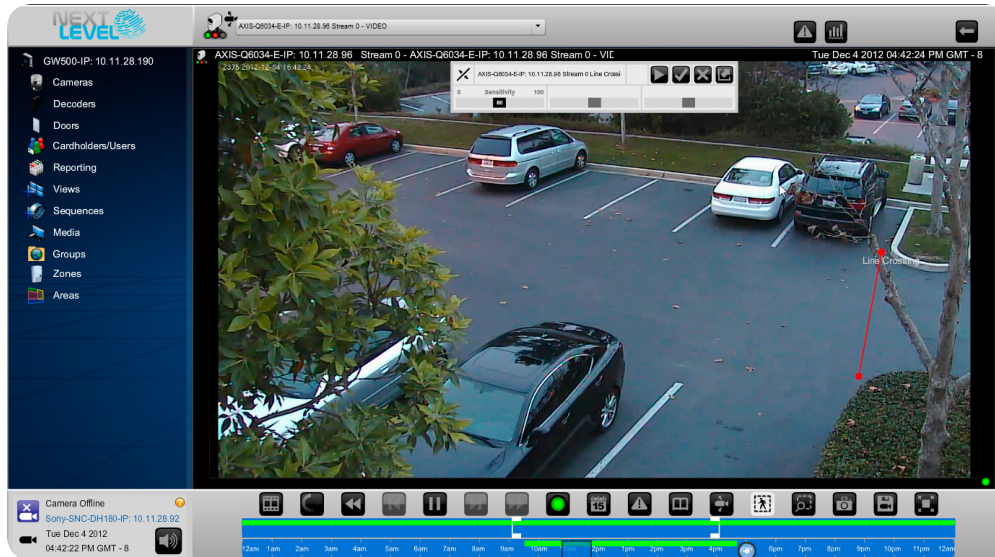
**Dwell Time (Loitering)** Dwell Time and loitering keeps track of how long someone is waiting in a defined area. This can be used to identify people loitering in restricted areas or to identify people waiting in line for service in a retail application. In retail, this can also be useful to identify how long someone will be at a product display/area



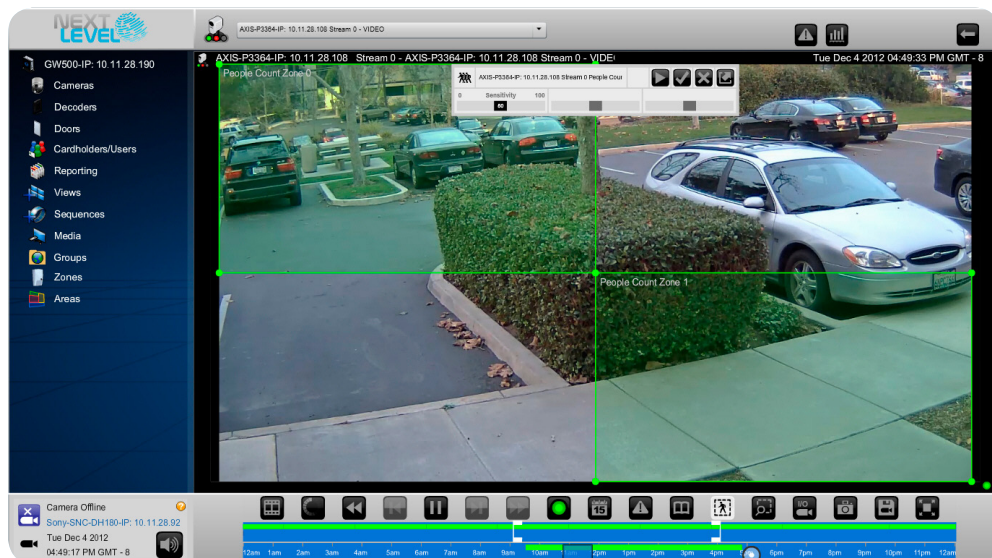
**Face Capture** Face Capture analytics grabs faces of everyone who enter a specified area. Face Capture images can be used to cross reference authorized personnel or detect known criminals



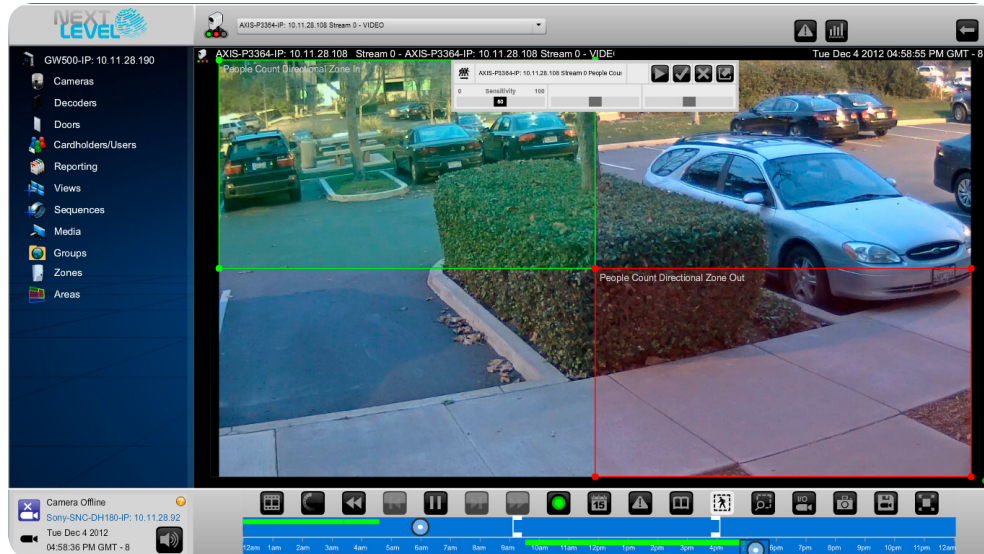
**Line Crossing Analytic** Line crossing analytics notify security personnel when people or objects cross a designated line. Implement a line crossing to designate sensitive, unauthorized or dangerous areas



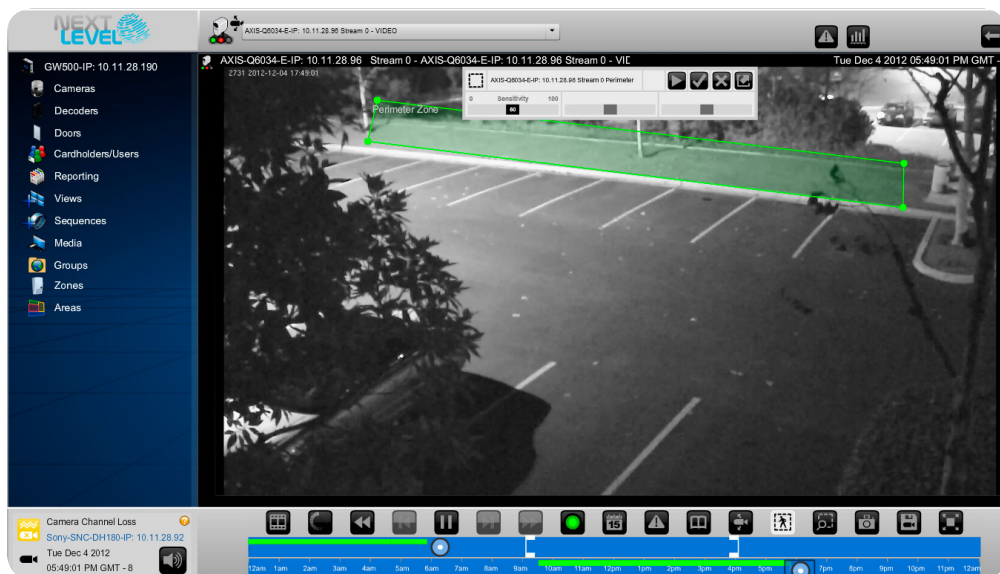
**People Counting** People Count analytics count the number of people that pass through a designated area. People Count reports can be used to determine staffing levels or customer conversion rates



**People Count Directional** People Count Direction counts only the number of people that pass through a designated area and are moving in a specified direction. People entering a building will not be counted a second time upon exiting the building. This is especially useful for businesses that want to know the number of customers who entered over a certain time frame.

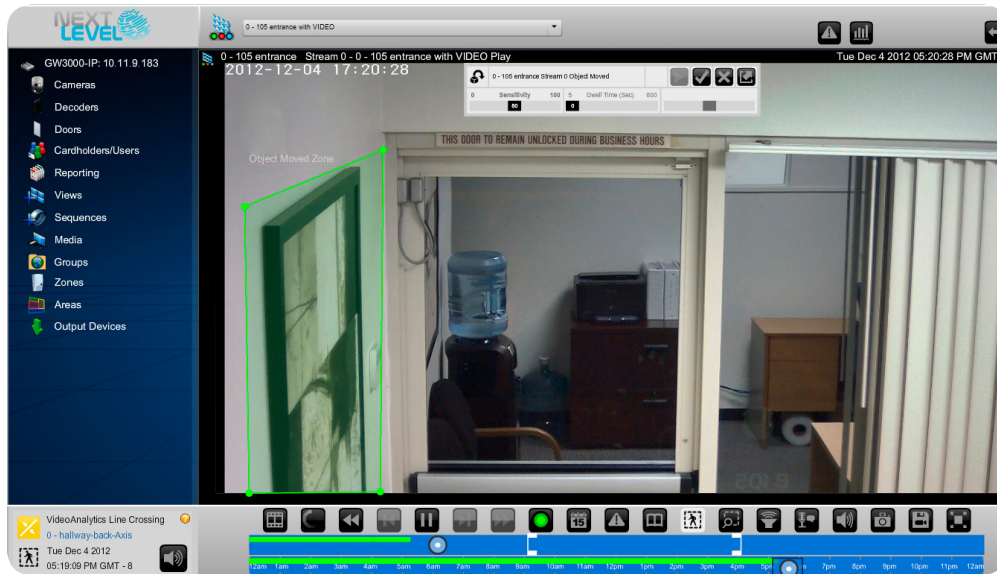


**Perimeter Crossing** Perimeter analytics send notification only when movement enters a designated zone. Perimeter differs from Activity in that only new objects entering a zone will trigger an alert where as moving objects within the zone do not.





**Object Moved** Object Moved allows the user to identify a specific object, for example, a valuable piece of artwork, and generate an event and send an alarm if the object is moved



**Object Taken Away** Object Taken allows the user to identify a specific object, for example, a valuable piece of artwork, and generate an event and send an alarm if the object is taken

